

```
1 #include "WinState.h"
2
3 #include <iostream>
4 #include <conio.h>
5
6 #include "StateMachineExampleGame.h"
7
8 using namespace std;
9
10 WinState::WinState(StateMachineExampleGame* pOwner)
11     : m_pOwner(pOwner)
12 {}
13
14 bool WinState::Update(bool processInput)
15 {
16     if (processInput)
17     {
18         int input = _getch();
19         m_pOwner->LoadScene(StateMachineExampleGame::SceneName::MainMenu);
20     }
21     return false;
22 }
23
24 void WinState::Draw()
25 {
26     system("cls");
27     cout << endl << endl << endl;
28     cout << "          - - - - WELL DONE - - - -          " << endl << "↻"
29     endl;
30     cout << "          YOU BEAT THE GAME.          " << endl << endl;
31     cout << "          " << endl << endl;
32 }
33
```